

Wizardry®



PROVING GROUNDS OF THE MAD OVERLORD

A Fantasy Role-Playing Simulation

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SIR-TECH
SOFTWARE INC.

Wizardry®

"It's been a long time since I've been amazed at what a computer can be programmed to do --but [Wizardry] does amaze me. It pushes the . . . computer to its limits. The amount of detail is fantastic. Wizardry may open a whole new realm of programming."

Neil Shapiro
Popular Mechanics

"... It has the potential to become a classic."

David Lubar
Creative Computing

"Wizardry is not a game. It's a place."

Margot Tommervik
Softalk Magazine

Are you ready to step into the world of Wizardry? Unparalleled by any other fantasy game, Wizardry allows for unlimited combination of strategies and tactics so that each quest in the maze is always fresh and interesting. Never before has a fantasy been so real.

Proving Grounds of the Mad Overlord is the first Wizardry scenario. Starting in the safety of the castle, you assemble 1 to 6 adventurers to explore the magic and mystery of the ten level 3-D maze. Your characters may be one of five races and eight professions, each with their own strengths and weaknesses to form a party which is just right for your intended expedition.

Under your command brawny warriors, frail mages, spell casting priests, and nimble thieves accumulate experience and treasure. As your characters gain experience, they develop greater capabilities to become even

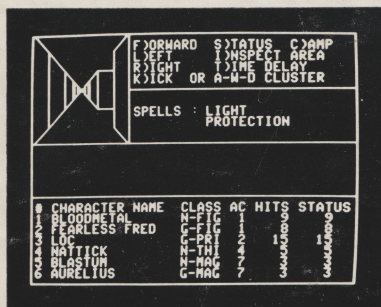
better adventurers allowing them to venture deeper into the maze.

Did you buy the correct armor and magical items in the castle? Are the characters able to cooperate effectively to achieve their mission? Will your characters be strong enough to escape to the castle or an upper world. Is your party properly prepared?

Be wary! The treacherous 3-D maze has some tricks and traps of its own. Hundreds of monsters, many with magical powers equal to your own, pits, chutes, rotating rooms, teleporters, special one-of-a-kind surprises and much more will keep you on your toes for many, many hours of fun.

You'll even be able to challenge your characters with subsequent scenarios featuring new dangers and more formidable foes.

Watch for the second scenario: **Knight of Diamonds.**



- The first Wizardry scenario
- Designed for characters level 1 to 13
- For ages 10 to adult
- From 1 to 6 players
- Ten level 3-D maze
- Maze and monsters in high resolution graphics
- 48 page illustrated manual

Please see the limited warranty in the enclosed manual.

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